

## REMARKS/ARGUMENTS

### Status of Claims

Claims 1-7 and 9-21 were pending. Claims 1-7 and 9-21 stand rejected. Claims 1, 9 and 19 have been amended. In particular, these claims have been amended to explicitly recite sending a composite message from within a game application to an intended recipient over a network **without using a separate electronic messaging application**. (emphasis added) Applicants submit herewith a Request for Continued Examination. Therefore, upon entry of this amendment, which is respectfully requested, claims 1-7 and 9-21 will remain pending.

### 35 USC §102 Rejections

Claims 1-4, 7, 9-13, 19 and 21 were rejected under 35 U.S.C. §102(a) as being anticipated by SnagIt software, version 4.3 ("SnagIt"). Applicants respectfully traverse this rejection.

It is respectfully asserted that SnagIt fails to teach or suggest sending the composite message from within the game application to the intended recipient over the network **without using a separate electronic messaging application** as is recited in claim 1. (emphasis added) Similar limitations are presented in independent claims 9 and 19.

In SnagIt, a separate e-mail client external to an application, e.g., a game application, is required for sending a message to a recipient. This is clear from Figure 3, where it is stated that to send a message, the Send Mail option needs to be selected to "route your captured files to a 32-bit MAPI client." It is further stated in Figure 3, in the "Tip" section, that "[t]he output will be directed to your mail program for handling." Further, in Figure 9, in reference to sending screen shots to someone using E-mail, it is stated that "if you need to send screen shots to someone or a group using E-mail and your E-mail system is MAPI compliant ...". (emphasis added) This clearly shows that SnagIt requires a separate, external mail client. Moreover, in Figure 6, it is stated that "[f]or mail output, a 32-bit MAPI mail client (for example, Microsoft Exchange) must be configured." (emphasis added) Lastly, and perhaps most pertinent, in Figure 3 it is stated that "[t]he Send Mail output option is only supported if you have

a 32-bit MAPI mail client installed (e.g., Microsoft Exchange)." It is therefore very clear that SnagIt requires the use of a separate, external mail client for sending messages including screenshots or other multimedia information that may have been captured from a game. It is, therefore, also very clear that SnagIt does not teach or suggest the limitations of sending, or instructions causing a processor to send, "the composite message from within the game application to the intended recipient over the network **without using a separate electronic messaging application**" as is recited in claims 1 and 19, respectively. (emphasis added)

Accordingly, it is respectfully submitted that SnagIt fails to teach or suggest the methods and computer readable medium product as recited in independent claims 1, 9 and 19. Therefore, it is respectfully submitted that these claims are allowable and that the anticipation rejection over SnagIt is improper.

### 35 USC §103 Rejections

Claims 5, 6, 16, 17 and 20 were rejected under §35 U.S.C. 103(a) as being unpatentable over SnagIt and U.S. Patent No. 6,400,378 ("Snook").

Claims 14 and 15 were rejected under 35 USC §103(a) as being unpatentable over SnagIt and U.S. Patent No. 6,424,996 ("Killcommons").

Claim 18 was rejected under 35 USC §103(a) as being unpatentable over SnagIt and U.S. Patent No. 6,094,277 ("Toyoda").

Applicants respectfully traverse these rejections.

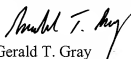
As above, SnagIt fails to teach or suggest limitations in independent claims 1, 9 and 19, from which these claims depend. Further, Snook, Killcommons and Toyoda fail to remedy the deficiencies of SnagIt. For example, Snook, Killcommons and Toyoda each fails to teach or suggest the limitation of sending the composite message from within the game application to the intended recipient over the network without using a separate electronic messaging application as recited in claim 1, and similar limitations in claims 9 and 19. Therefore, these claims are allowable based at least on their dependency from allowable claims 1, 9 and 19.

CONCLUSION

In view of the foregoing, Applicants believe all claims now pending in this Application are in condition for allowance and an action to that end is respectfully requested.

If the Examiner believes a telephone conference would expedite prosecution of this application, please telephone the undersigned at 925-472-5000.

Respectfully submitted,



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